

HEALTH WARNING

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

DESPERADOS™

Wanted Dead or Alive

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THE STORY

El Paso, a typical Wild West town in the south-western United States near the Mexican border. It is the year 1881. For the last few months, the trains belonging to the famous railroad company, Twinnings & Co have been the target of a whole series of hold-ups and ambushes. The management of the company has decided enough is enough and they have to put an end to the raids. It has offered a reward of \$15,000 for anyone who captures the leader of the gang responsible.

But no one in and around El Paso has the courage to take on the might of the bandidos, so the outlaws just keep on robbing train after train. Even the local Marshal is keeping well out of it...

It is only when a stranger rides into town that things start to change. Bounty hunter John Cooper pays a visit to the local Twinnings & Co manager offering to end the railroad company's problems once and for all. He gathers together a gang of his old partners and declares war on the bandidos. But during his pursuit, which will take him through half of the south-western United States, Cooper soon discovers that on this mission nothing is quite what it seems...



INSTALLATION AND UNINSTALLATION

Installing DESPERADOS – WANTED DEAD OR ALIVE

Insert the DESPERADOS – WANTED DEAD OR ALIVE CD-ROM in your CD-ROM drive. If your drive is set to "AutoPlay", the Setup program will start automatically. Otherwise, you will need to start the installation program by hand. To do this, double-click the "Workplace" symbol on the Desktop and then on the icon for your CD-ROM drive. Double-click either on the file "autorun.exe" or the file "desperados.exe".

The Start menu opens. Click on the button labelled "Install Desperados" and follow the instructions on the screen to install DESPERADOS – WANTED DEAD OR ALIVE.

You will be able to uninstall DESPERADOS – WANTED DEAD OR ALIVE at any time later should you want to. To do so, simply click the uninstall icon under "Programs" in the Start menu of MS Windows or use the "Add/Remove Programs" option in the "Control Panel" item in the MS Windows Start menu. You can also select the installation options in the Start menu, which appears at the beginning of the game.



System requirements

- ★ MS Windows® 95, 98, Millenium or 2000 (in administrator mode only)
- ★ Pentium II® 233 MHz MMX
- ★ 4x CD-ROM drive
- ★ Video Card 4 MB (NO special 3D accelerator card needed, Not compatible with Permedia 2)
- ★ 64 MB RAM
- ★ Mouse and keyboard compatible Direct X
- ★ DirectX compatible sound card
- ★ DirectX 7.1 or higher (DirectX 8 included on CD)
- ★ 600 MB free on the Hard Drive



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STARTING THE GAME

The Start menu

As soon as you start the game program, the Start menu appears. From here, you can either start the game itself, change the installation options or search automatically on the internet for program updates or additional levels.

The Main menu

When you have started the game from the Start menu, the Main menu appears. You can navigate the Main menu and all other menus by moving the mouse pointer onto any menu item and clicking on it. The Main menu is sub-divided into five options as follows:

- ★ **Start Game** – Start a new game or continue a saved game.
- ★ **Select Player** – change the active player profile.
- ★ **Show Movies** – watch a movie sequence you have already played.
- ★ **Credits** – here you can see who created the game.
- ★ **Quit Game** – ends the game.

Along with these options, the Main menu also displays the current player profile settings, showing the name of the player, the level reached and the total time (in minutes) you have taken so far to carry out your tasks.

Changing the player profile

You can create up to ten player profiles in DESPERADOS – WANTED DEAD OR ALIVE. Click on the "Select Player" option in the Main menu, and a sub-menu opens where you can select a different player profile, set up a new profile or delete an existing profile (Warning: this also automatically deletes all the game saves belonging to this particular player profile).

Playing movie sequences

In many cases once you have successfully completed a level, an FMV intermediate sequence appears (FMV = Full Motion Video), continuing the story of John Cooper and his gang.

When you reach one of these cut scenes, you can play it again any time you wish. In the Main menu, select the item "Show Movies" and click on the required sequence from the list.

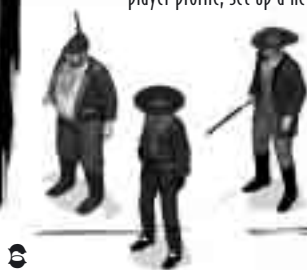
The Game menu

When you click on "Start Game" in the Main menu, this takes you to the Game menu, which contains six options:

- ★ **Play !** – The currently selected level (see player profile) will start.
- ★ **Load** – Load a saved game.
- ★ **Save** – Save a game.
- ★ **Options** – Change the graphic and sound settings and keyboard short cuts.
- ★ **Restart** – Starts the selected level from the beginning.
- ★ **Quit Game** – Takes you back to the Main menu.

You can also return to the Game menu by pressing the [ESC] button during the game. The only thing that changes here is the first option "Play!", which then becomes "Continue".

If, however, you are in Mission Briefing Mode, where the characters exchange dialogue regarding the aims of their mission, the function "Save" replaces the function "Skip", which you can use to terminate the Mission Briefing.



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Save or load a game

In DESPERADOS – WANTED DEAD OR ALIVE you can save a game in two ways: the normal Save function and the Quicksave. If you press a particular button during play (see keyboard assignments), a Quicksave takes place. Each new Quicksave overwrites the previous one – there is only one Quicksave file, which you can load at any time using the Quickload function.

The second method is to save a game using the Game menu by clicking on the menu item "Save". The advantage of this is that you can give your saved game a name. Furthermore, a small snapshot of the current game screen is taken, so that when you load the saved game via the Game menu, you can find it more easily by viewing the list of images.

Options

Selecting the menu item "Options" in the Game menu allows you to adapt the program to your hardware. There are three controls here:

- ★ **Graphic Options** – set the graphic options.
- ★ **Sound Options** – adjust the sound options.
- ★ **Shortcuts** – assign keys.

In the "Graphic Options" menu, you can switch between three screen resolution values (640x480, 800x600, 1024x768). You can also reduce the detail level of the graphics if you have a slower computer, placing a greater emphasis on smoothness of play than on image detail. The detail level setting mainly affects the appearance of the viewing range of your opponents.

The "Sound Options" menu allows you to adjust the sound; this can also affect the game speed. You can also custom set the music and SFX volumes.

The menu item "Shortcuts" can be used to custom set the key assignments. There are two "Default" settings and a menu item labelled "User", with which you can manually change any assignment. The "Default 1" keyboard settings are explained later on in this manual.

PRINCIPLES OF THE GAME

Principles of playing DESPERADOS – WANTED DEAD OR ALIVE

In DESPERADOS – WANTED DEAD OR ALIVE, you control a gang of up to six bounty hunters who experience some hair-raising adventures in the hunt for a mysterious bandit leader. Their journey will take them over wide tracts of the south-western United States, from sleepy homesteads on the Mexican border, across dusty canyons, rocky silver mines, rickety settlements and eerie ghost towns, to an impregnable army fortress in the middle of the desert.

Only tight teamwork and a combination of the individual skills of all the heroes will the six desperados will lead them to discover the secret hideout of the chief villain and take him on in a final battle the outcome of which is far from certain...

Playing DESPERADOS – WANTED DEAD OR ALIVE is not so much a matter of being faster on the draw with your Colt 45... In this game you can only survive with a skilful combination of intelligence, tactics and strategic planning. This does not mean, however, that you won't have to shoot it out with trigger-happy bandidos. After all, this is the Wild West!

On the other hand, you can be sure that if you just march into a town and blast away at anything that moves, you will very soon have more lead in your body than the entire Clanton gang after their shoot-out with Wyatt Earp at the O.K. Corral.

The general underlying principle is to always behave in DESPERADOS – WANTED DEAD OR ALIVE as you would behave in reality. Admittedly nowadays you are not as likely to have a duel with a sheriff in the middle of a street or start a fistfight in a saloon during a poker game, but that shouldn't stop you approaching each situation using tactical thought.



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The characters – differences between PCs and NPCs

There are two categories of characters in the game: PCs and NPCs.

The PCs (Playable Characters) these are the six heroes who you can control during the course of the game. At the start, only John Cooper is available to you. The other team members join as the game progresses and may possibly leave the gang, or become temporarily "lost". Thus, what scenarios you confront and with which team members depends on how the story progresses, which is great; as you'll have lots of surprises in store.

The second group are the NPCs (Non-Playable Characters), who also populate the world of DESPERADOS – WANTED DEAD OR ALIVE. They can be either armed opponents or innocent civilians, with whom you can interact in various ways.

Detailed descriptions of the civilians and opponents follow later in this manual.

The golden rule: keep your head down

Despite the undoubted service they rendered to society, bounty hunters were not highly regarded in the United States at the time of the Wild West, nor are they today, so DESPERADOS – WANTED DEAD OR ALIVE, provides you ample opportunity for making yourself unpopular. Not every NPC will necessarily be hostile, but you will discover pretty quickly into the game that the life of a bounty hunter does not count for much, and if in doubt, people will shoot first and ask questions afterwards...

For this reason, there are a number of fundamental rules you should observe. Firstly, every NPC carrying a weapon is a threat, but depending on the particular mission, this does not necessarily mean you simply open fire on an armed NPC. If the boot were on the other foot, however, the NPC would certainly have fewer scruples.

This leads on to the second, and perhaps most important rule in DESPERADOS – WANTED DEAD OR ALIVE: whatever happens, avoid drawing attention to yourself through thoughtless actions. You have a range of options available to you for distracting opponents, luring them away, disposing of them silently or causing them some brief irritation. In extreme situations, reaching for your Colt may be the only way out. Often, though, this will only redouble your problems, rather than solve them.

It is also advisable to always cover your tracks carefully. After all, what use is creeping up on an opponent unnoticed, striking him down from behind, only to leave him lying in the open road where the first patrol to come along will discover him? Better to tie him up and hide him in a deserted barn. The same applies for NPCs who lose their lives in a duel against you.

Never shoot the pianist!

Whereas an armed NPC always poses a threat and you may defend yourself against him using weapons if necessary, there is another unwritten rule that you absolutely must obey. This is the foremost rule of the Wild West: never shoot someone who is unarmed. Shooting at civilians is taboo and they must not be killed, even if one of them runs to the sheriff to raise the alarm after discovering you. The only way to put a civilian, out of action, albeit temporarily, is to deal him a knock-out punch or a draught sleeping gas and to tie him up.



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The function of the tutorial levels

As mentioned earlier, you will meet new characters as the story unfolds. Each time a new PC is introduced, the scenario is followed by a tutorial level embedded within the story, so you need not worry about having to leave the thrilling plot every time one appears.

In the tutorial levels, you will usually only be able to control the new character enough to become familiar with his or her most important actions. Since explanation is needed here, these sequences have a lot of dialogue (see also the next paragraph) giving you the opportunity to get to know the new PC. The tutorial levels are structured to tell you everything you need to know about the particular hero, and to make it possible to complete the game without a manual. However, some special tricks and additional functions are only described here, so if you stop reading now, you may miss something useful.

Since you start the game with John Cooper, the first level is also Cooper's tutorial.

The mission briefing - what should I do now?

At the beginning of every mission there is some dialogue between the various characters. This dialogue reveals the mission objective for each scenario.

DESPERADOS - WANTED DEAD OR ALIVE has a wide variety of mission objectives, ranging from the freeing of a captured team member, or shooting your way out of an ambush, to the meticulous execution of a bank robbery. Every mission is different and each one poses new challenges.

Once the opening dialogue is finished, often accompanied by camera movements and other action, you can start the action. If you have not gleaned all the necessary information from the dialogue or if anything is still unclear, you can return to the Game menu at any time by pressing the [ESC] button. Here you will find a short briefing on the mission objectives (also very useful if you return to a saved game after several days and have forgotten exactly what it was about).

During a mission, tasks and goals may change or new tasks may be added (especially in the tutorial levels). In this case, you will be kept up to date through an exchange of dialogue where the characters discuss the new situation and change tack where necessary. If your aims change or new tasks are added, the short briefings will be up-dated accordingly.

Seeing and being seen - hearing and being heard

You as the player (and therefore your heroes) have a great advantage over the computer-controlled NPC characters: you see and hear everything. Right at the beginning of a scenario, you can examine the whole map and see where your opponents are and what routes they are patrolling, etc. They, however, start without the faintest idea where your PCs are, let alone what they intend to do.

This situation can change rapidly in the course of a scenario if you are not careful enough. Your opponents can both see and hear. Thanks to their viewing range indicators, what they can see is relatively easy to establish (a detailed description of this follows later). What they hear, though, can only be guessed at. Some actions the PCs perform (e.g. Cooper's watch) indicate an effective radius or range (e.g. when throwing dynamite), but generally you will have to rely on your understanding of people. The fact that a cowboy walking along in clumpy boots makes more noise than a lithe Chinese girl creeping up on an opponent is clear enough and throwing a knife is harder to hear than the staccato rap of a lead-spitting Gatling gun. The role of the environment should not be underestimated either. An echo bouncing off a wall of rock may be heard for miles.

You should also be aware of the terrain your PCs are moving over. Creeping your way over a creaking wooden bridge may not be the best way of surprising an opponent. The same goes for puddles or dry rustling grass. Kate is the only one in your team who can move silently over any terrain; a skill the heavy-footed Sanchez will never possess in 100 years.



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Flora and fauna

Unlike other strategic games, in DESPERADOS – WANTED DEAD OR ALIVE, the natural environment plays a not insignificant part and is far more than a mere backdrop. A picturesque waterfall not only looks pretty, but also allows weapons to be fired under cover of the sound of rushing water. Loud noises cover up quiet sounds, and that applies in DESPERADOS – WANTED DEAD OR ALIVE just as it does in the real world. The fact that a stick of dynamite thrown into a river never explodes is obvious.

It is not only the environment that should concern you, but also everything that runs or creeps about in it. In this game, you cannot kill any animals (after all, Greenpeace would rightly object to that), but the animals can be hazardous to you. A flock of crows scared into flight by incautious actions, or a number of pigs squealing in terror may call a watchful sheriff to the scene. So refrain from hunting rabbits – you may end up being spit-roasted yourself.

My kingdom for a horse

Naturally enough, the horse has a special role in the animal world, for what would a cowboy be without this most trusty of all companions? Thus in many scenarios, at least one of your mission aims consists in procuring horses, so you can ride off after fulfilling a task.

It is also unwise to gallop flat out through the level during a mission. If you do, every opponent within a mile will know of your existence in seconds. And if you take a single hit when on horseback, these flighty animals will throw you off. You can make good use of this behaviour trait, since your enemies will also follow you on horseback. Sam's snake is superbly well suited to causing horses to shy (and causing the rider to bite the dust). Equally effective is Cooper's ability to cut through girth leathers.

However, opponents do not always jump into the saddle when pursuing you. A riderless horse wandering about also inspires a particularly conscientious NPC to act and bring the runaway back to where it belongs.

To prevent your opponents mounting their horses, you can "lead the animals away" (who said anything about stealing?). If you have a character in the saddle, then you can click on a second horse (note that the mouse pointer changes into a lasso). The animal will now follow you obediently, but only until you click the right mouse button and release the connection.

In some seemingly hopeless situations, all six of your heroes have a special trick up their sleeve. If you are in a raised position (e.g. on a balcony or a wall) and a horse is tied up beneath you, with one daring leap you can jump straight into the saddle (click on the horse with the left mouse button) and dash away. Yeeehaaaa!!!

Another thing about horses: both PCs and NPCs can only ride on saddled horses, so do not try to jump onto an unsaddled horse from a balcony – it could be painful!

Whatever the weather

In their pursuit of the train robbers, not only do Cooper and his gang have to deal with frightened animals, but the changeable weather can often make life unexpectedly difficult for our heroes.

There are scenarios, ie. when it rains, when certain weapons cannot be used, such as Sam's dynamite (the fuse will not light) or Doc's gas tubes (the gas disperses too quickly in the rain).

Night scenes have their own particular problems; your opponents have reduced viewing ranges, but their hearing is acute; they pay more attention to sounds around them. Furthermore, you cannot use Kate's mirror dazzling trick at night (or in caves, or when Kate is in shadow).

On the other hand, you can use the cover of night to your advantage: your opponents' reduced visual range renders them more vulnerable to surprise attacks or even full-frontal onslaughts. On many levels there are gloomy corners where your PCs are almost invisible (they turn dark grey). If you stand in any of these places, an NPC will not see you even if he passes right by you. On the other hand, the range of your own weapons is reduced at night, as is the visual range of your own characters.

The wind plays a strategic role in each scenario; observe the windmills in the background or rising smoke to determine the direction of the wind. This indicates what flight trajectory Doc's balloons will follow when he releases them.

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Collecting objects

For their standard weapons, all PCs carry an unlimited supply of ammunition with them. All other weapons and objects (e.g. Sam's dynamite, Doc's gas tubes, Sanchez's stones, etc.) are limited. In some missions, only a limited supply of the respective weapon is available, while in others you will have to manage with none at all at the outset.

However, in some levels you can replenish your supplies during the mission by taking objects from your surroundings using the current character. The easiest way to find these supplies is to open the mini-map and look for the yellow crosses indicating the presence of such objects.

A character can only collect these extra objects (the mouse pointer changes into a hand when over them) if he or she can use them (ie. Doc cannot collect TNT barrels and Sam cannot collect gas tubes).

When the bullets start to fly – during combat

No matter how good or clever you are, sooner or later you will become involved in fistfights and shoot-outs. When this happens, you will need to follow a few basic rules. Firstly, the standard weapons differ in range, firing rate, penetrating power and magazine size. Sanchez's shotgun and Cooper's Colt are pretty deadly at short range, but rapidly lose effectiveness at a distance.

A weapon's crosshair will always indicate probability of a hit. The further away from an NPC you move it, the darker the cross becomes. When it is black, your hit probability at that distance is close to zero.

You should also note that you must re-load a weapon once you have expended the magazine. The time taken varies, depending on the weapon and naturally, you are unarmed and vulnerable. If used too much, your weapon can become overheated. Note the red level indicator on the magazine display above and to the left of your character's head. If the red reaches the top of the indicator, your weapon has overheated and you must wait until subsides into the light red area.

If you are wounded in a fight, you can see the extent of the wound from the portrait of the relevant character, which gradually turns red. If your character has lost all his or her life points and the portrait turns completely red, then he or she dies. The severity of an injury depends on various factors, such as the distance from which an enemy bullet has hit the character. Wounded team members may be healed by Doc; their portraits then return to normal.

What to do if discovered

If an armed NPC discovers one of your characters, several things could happen: either your opponent is a trigger-happy fellow who shows no mercy and will immediately open fire. Or he might be a coward and you will survive, as he will probably seek safety by fleeing to call for reinforcements.

In some cases, particularly if your character is unarmed and the NPC does not consider you a threat, it may be that he only threatens your character and your character responds by automatically raising his or her hands. The NPC will now slowly approach you and knock you down as soon as he is in front of you. He will then keep watch by your unconscious PC.

When this happens, you can rescue your comrade by knocking out the guard using your other characters, or use a Quick Action (e.g. throw a knife or shoot) to put the opponent quickly out of action as he cautiously approaches, though this method runs certain risks.

Incidentally, opponents can also surrender when the situation is reversed. They put their weapons away and raise their hands. What you then do with a surrendering NPC is your business.

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Putting an NPC out of action

There are two basic ways of getting rid of an NPC: knock him out or kill him (the latter is only advisable for armed opponents).

If you put an NPC out of action temporarily, then stars will start to circle over his unconscious body. These stars act like a timer, in that their number decreases gradually and when the last star disappears, the character will come to. How quickly this happens depends on the NPC's constitution. Incidentally, PCs can also be rendered unconscious since some of the actions can affect your own heroes (e.g. Doc's gas tubes, Sanchez's swipe).

When you have knocked out an NPC, with Sam's help you can tie him up and gag him so that the NPC is permanently out of the way assuming, that is, that he is not discovered and freed by another NPC. Furthermore, clever NPCs can bring round unconscious comrades, regardless of the number of circling stars, by kicking him.

Please also note that blows with a fist or similar actions take life points away from NPCs. So if you hit a civilian too often it can happen that he or she will never get up again (and the game will then be over for you).

A further possibility for putting an opponent out of action is Sanchez's tequila bottle; drunken opponents tend to react somewhat negligently and suddenly lie down for a short nap. How long the NPC will sleep is difficult to estimate in such cases.

Quick Actions

Apart from the normal method by which you can control characters, give them orders and make them carry out actions, in DESPERADOS – WANTED DEAD OR ALIVE, you also have a particularly powerful and, we believe, unique function available: the Quick Action.

For every individual PC, you can plan an action and save it with a kind of macro function. Each PC can perform these actions all together or one at a time as you wish. Thus, at the press of a button, you can make Kate dazzle an opponent, while Cooper simultaneously sprints away and knocks down a second NPC and Doc throws a gas tube at a third guard.

How Quick Actions can be programmed is described in the next section headed "Game controls".



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End of the Mission

There are just two ways of ending a mission: either you are successful or you fail. If you have fulfilled all the mission objectives, then you have completed it successfully. By way of a small reward, after every level you will receive a special tip, which can usually help you with the next scenario.

Missions can fail for various reasons; a mission ends immediately if one (or more) of your team members dies or if you kill a civilian in the heat of battle. Ignoring the mission aims (e.g. "Don't be discovered") leads to the scenario suddenly being curtailed. The reason for your failure will be displayed together with the "Game Over" display, so that you will not be left guessing exactly what went wrong.



GAME CONTROLS

Left mouse click / right mouse click

Left mouse click	As a general rule, clicking the left mouse button confirms an action; ie. you make the selected character carry out an action. This is generally the mouse button for "AFFIRMATIVE".
Right mouse click	Clicking the right mouse button usually ceases an action, ie. you stop the currently selected action (if it has already started), or you reject it (provided you have only selected it). This is generally the mouse button for "NEGATIVE".



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Navigating with the camera

Move image window	Either press the relevant arrow key (up, down, left, right) to scroll or shift the image window in the chosen direction, or move the mouse pointer to the left or right edge of the screen.
Zoom in / zoom out	Using the [=] and [-] buttons on the numeric keypad, or using your mouse wheel (assuming it has one), you can zoom into or out of the image. Three zoom levels are available: normal (standard setting), zoom in and zoom out. Please note that with some larger maps, it is not possible to zoom out. (You can use the mini-map to have an overview at any time).
Change to a particular PC	A simple click on the relevant figure or the portrait of the figure allows you to change to the respective character, but without the image window centring on the newly selected PC. A double click on the portrait of the figure changes to the character, and the image window centres on the new selected PC.
Mini-map	Pressing the [M] button or a left mouse click on the map corner indicated in the user bar at the lower right corner of the screen opens the mini-map. This shows opponent NPCs as light red points, your own characters (PCs) as light green and civilian NPCs as light blue points. Lying down is indicated by mid-town points, meaning that the character is unconscious and/or tied up; points in a dark colour indicate a dead NPC. Collectable items are also marked with a yellow cross, while obstacles that can be climbed by Cooper are highlighted with a green double arrow. Horses are indicated (brown points) as well as other animals (grey points). To move the image window to a particular place on the map, click on the relevant point on the mini-map. To close the mini-map, right click on it or press [M] again.

Lock camera onto PC / NPC

Camera lock	Click on the padlock in the lower user menu bar, making the mouse pointer change to a question mark with four arrows pointing towards the different compass points. As soon as you move this over a PC or NPC, the camera will follow that figure (the graphic in the user menu bar changes accordingly from an open to a closed padlock).
Unlock camera	If you have locked the camera onto an individual, then simply touch the edge of the screen with the mouse pointer to deactivate this function (the graphic changes accordingly from a closed to an open padlock). You can also click on the padlock to unlock the camera.

Selecting characters

Select a character	There are three ways to select a character: you can click on the character or their portrait, or you can use the number keys from [1] to [6].
Select several characters	To select several characters, keep the [Left SHIFT] button pressed down and then either press the relevant number keys [1] to [6] or click the relevant portraits of the heroes, or directly on the characters you wish to select. Alternatively, you can pull a frame around the figures to be selected using the mouse.
Select all characters	To select all characters in a scenario at once, press the [A] key.
De-select characters	To de-select all selected characters at once, either press the [D] key or right click next to the characters. To de-select a particular person, right-click on the portrait of the character or keep the [L SHIFT] button pressed down and left click on the character's portrait. Alternatively, pull a frame round the figures you wish to select, thereby automatically de-selecting all the other figures.

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Moving characters

Walk to a particular point	Select a character and click with the left mouse button on the location to which the selected PC is to go (if the PC cannot go to this place, the mouse pointer changes from an arrow to a cross).
Run to a particular point	Select a character and double-click with the left mouse button on the place the selected PC should run to (if the PC cannot go to this place, the mouse pointer changes from an arrow to a cross). If you are carrying another person (Cooper or Sanchez), you will not be able to run.
Crawl	To change to crawling mode, you must either click on the lying figure symbol in the user menu bar at the bottom left screen edge, or press the [C] button.
Stand up	To change back from the crawl mode to normal mode (ie. stand up), you must either click on the stand up symbol in the user menu bar at the bottom left screen edge, or press the [S] key. Your character will stand up and start running if you perform a double-click on the landscape.
Go behind building	To go to the other (from your viewpoint, invisible) side of a building, you can click on the location. This may, however, lead to confusion if your character can climb on the roof of the building concerned, as in doubt, the mouse pointer interprets the higher point as the target. In such cases, in order to get to the other side of the building instead of onto the roof, you must keep the [L SHIFT] button pressed down (the mouse then pointer becomes transparent) and then click on the target point. In this mode the outlines of the entrances of all the buildings in this scenario are also displayed.
Climb ladders	All your characters are able to climb up and down ladders. To do this, you must either click directly on the target point (e.g. the roof or the ground) to climb all the way up or down the ladder, or you can click on a point on the ladder, at which your character will stop climbing. PCs carrying a PC / NPC (Cooper or Sanchez), cannot climb up or down ladders.
Stand still	To make a figure stop walking before reaching his or her destination, simply right-click next to the figure.
Use a horse	To mount a saddled horse, simply click on it (note the changing mouse pointer). To dismount, click again on the horse. To jump from a balcony onto a horse below you, again simply click on the horse.

Buildings and obstacles

Seeing through buildings / obstacles	If you press the [CAPS LOCK] key, the picture changes to "silhouette" mode, where every PC and NPC standing behind a building or other obstacle obscuring your view becomes visible in outline. A green outline indicates a PC, while a red outline denotes that an opponent is present, and a blue outline symbolises a civilian.
Enter a building	Click on one of the possible entrances (doors, portals, etc.).
Leave a building	Click on one of the possible exits (doors, portals, etc.) to leave the building through this exit, or click on a target outside the building, whereupon the PC will take the next available exit.
Investigate a building	Stand directly in front of an entrance, move the mouse pointer over the door and wait a moment. The mouse pointer indicates that the room behind is being examined through the keyhole. If the keyhole symbol turns green at the end of the examination, then the building is empty. If it turns blue, there are civilians in the building, who might panic and send for reinforcements if you enter the building. If the keyhole symbol turns red, enemies occupy the building and entering it would mean certain death for you unless, that is, you use Sanchez (see descriptions "The Heroes") to enter. If there are opponents in the building, a number will be displayed indicating how many NPCs are inside.



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Character actions

Select an action	If you have selected a single character, you can either switch back and forth between the actions using the [G], [H], [J], [K] and [L] key, or you can select the required action directly in the user menu bar under the character's head by clicking on it with the mouse pointer.
When is an action possible or not possible?	If an action in the user menu bar under the character's head is grey, then you cannot select it for the time being. There are various reasons for this, e.g. because it is night, because it is raining, or because you have no more supplies of the selected weapon (dynamite, gas tubes, etc.). However, if you select an action and cannot carry it out (e.g. because you cannot throw the dynamite stick so far or cannot see an opponent who is standing behind an obstacle), then this is indicated by the mouse pointer, which bears a red cross or is coloured red.
Perform an action	When you have selected an action, the mouse pointer changes accordingly to indicate the chosen action (e.g. crosshair for a weapon). Simply select the target point with the mouse pointer; this can be a PC, an NPC, a horse, or simply a point in the landscape. For some actions (watch, dynamite, stone, etc.), you should wait a moment, since you will receive additional help, such as the radius of Cooper's watch or the trajectory of Sam's stick of dynamite. If you wish to carry out the action, you must simply confirm this with a left mouse click.
Set the timer	This is a special feature on Cooper's watch: if you place it on the ground, you can set a countdown by moving the mouse (from 5 to 30 seconds). The watch will begin to play a melody once the time has elapsed. As soon as you have set the timer, confirm with a left click and place the watch on the ground.



Confirm an action with OK	For some actions (e.g. Kate's garter trick or Sanchez's siesta), you must select the target point, otherwise the action will be carried out at the character's current location. In this case, the mouse pointer changes to "OK". As soon as you confirm with a left click, the action will be performed. A right click curtails the action if you change your mind. Note that before confirming with OK, you can still orientate the figure with the mouse. This is particularly important with actions like Kate's garter trick, which is more effective if you stand facing the opponent.
Curtail / reject an action	To curtail a current action or to reject a selected action, just right click on the mouse. You can also use the [G], [H], [J], [K] and [L] keys to carry out a different action.
Re-load weapon	Each character has a standard weapon, for which he or she has unlimited ammunition. However, depending on the size of the magazine, he or she will have to re-load the weapon now and then. To re-load a weapon, either click on the symbol in the user interface next to the head of the character, which shows how many rounds remain in the weapon, or press the [G] key. To stop the re-loading process either right click or just continue firing, whereupon the loading process stops.
Other actions	Your characters can sometimes interact with objects (e.g. Sanchez can push boulders). If you move the mouse pointer over the object, it changes accordingly and shows you the relevant possible action.
Roll'n Shoot	If you are standing behind a wall or other obstacle and try to sight an opponent standing round the corner with your standard weapon, your mouse pointer may show two crosses simultaneously: one red and one green. When this happens, when you hold down the [L SHIFT] button, a transparent image of your character will appear beside him. If you now click the left mouse button, your character will roll around the corner and open fire on the opponent and take cover again when you right click.
Move with weapon drawn	The moment you draw your standard weapon, your character will automatically come to a standstill. To move on with your weapon drawn, keep the [Left CTRL] key pressed down and click on the location. Your character will briefly withdraw the weapon and walk to the destination. As soon as you release the [Left CTRL] key, your hero will automatically draw his weapon again.

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Quick Actions

Save a Quick Action

Select an action, press the [Q] key or click on the large clock in the lower user menu bar and confirm the action (e.g. walk to a particular place, shoot at an opponent, etc.). The action will not be carried out, but only saved. You can also do this in the reverse order: first click on the clock or press [Q], select the action, carry out the action (or in this case, save the action). The advantage of this method is that your character does not move until you carry out the Quick Action (very effective if you are under threat and have your hands raised!). You can save one Quick Action for each character.

Perform a single Quick Action

If you have saved only one Quick Action, you can press the [SPACE BAR] to execute it. Otherwise, click the small clock over the portrait of the figure whose saved Quick Action you wish to carry out.

Perform all Quick Actions

If you wish to carry out all Quick Actions simultaneously, either press the space bar or click the green arrow above the large clock in the user menu bar.

Delete a single saved Quick Action

To delete a single saved Quick Action, you can either select the relevant character and press the [BACKSPACE], or right click on the small clock over the relevant portrait.

Delete all saved Quick Actions

To delete all Quick Actions at once, you can either select all the characters at once and press the [BACKSPACE], or right click on the large green arrow in the lower user menu bar.



The viewing range of the NPCs



Display a viewing range

Hold down the [L ALT] button and move the question mark mouse pointer to any NPC in order to show his viewing range. Alternatively, you can click the telescope in the lower user menu bar and then move the question mark pointer to an NPC.

Exit viewing range mode

Release the [L ALT] button again or click once with the right mouse button.

Set a viewing range counter

If you are in question mark mode with the mouse pointer (see above) and left click somewhere in the landscape, you will set a viewing range counter in the form of a ? in the landscape. Using this ?, you can enquire how many opponents can see this marked point.

Check a viewing range counter

The viewing range counter provides information on how many opponents have already seen the marked point, by changing into the relevant number. To display the opponents whose viewing ranges have moved over the counter, press the [TAB] button. With this key, you can switch back and forth between the viewing ranges of all relevant opponents. The same applies if you click on the counter next to the binoculars in the lower user menu bar.

Delete viewing range counter

In order to delete a previously set viewing range counter, either hold down the [L ALT] key and right click directly on the viewing range counter or right click on the counter next to the binoculars in the lower user menu bar.

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Further commands

Options /
Load/Save Menu /
Short briefing

To return to the Game menu with the Options /Load/Save functions, in which you can also see the short briefing (a summary of the mission aims), press the [ESC] key.

Quicksave

To save the current game as a Quicksave, press the [F5] key.

Quickload

To load the Quicksave, press the [F8] key.

Summary of all keyboard assignments

[+] / [-]	Zoom in / Zoom out
[ARROW KEYS]	Scroll the image window in the relevant direction
[M]	Open or close mini-map
[I] to [6]	Switch back and forth between characters
[SHIFT] + [I] to [6]	Select several characters
[A]	Select all characters
[D]	De-select all characters
Right click on portrait	De-select particular character
[C]	Change to crawl mode
[S]	Stand up (if previously in crawl mode)
[Left SHIFT]	Display entrances / exits of all buildings
[Left SHIFT] + left click	Go behind building
[CAPS LOCK]	Switch outline view on or off
[G], [H], [J], [K], [L]	Switch between the five actions of a selected character
[G]	Re-load the standard weapon of a selected character
[Left SHIFT] + left click when crosshair is red and green	Roll round the corner and open fire on opponent
[Left CTRL]	Hold down to move with drawn weapon
[Q]	Store a Quick Action
[SPACE BAR]	Execute one / all saved Quick Action(s)
[Backspace]	Delete one / all saved Quick Action(s)
[Left ALT]	Hold down and mover mouse pointer over opponent to display viewing range
[ESC]	Return to Game menu and look at short briefing
[F5]	Quicksave
[F8]	Quickload
[ENTER KEY]	Skip dialogue

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OPPONENTS

How can I recognise an opponent?

There are two fundamental external features which distinguish an opponent NPC from a civilian. First, all opponents carry a weapon relatively openly in their hand and the colour and behaviour of the viewing ranges differ from each other. If, at the beginning of the game, you are not too sure who is who, you can have a look at the mini-map, where the opponents appear as red points and the civilians as blue points.

How do opponents differ from each other?

During the course of the game, you will have to deal with ever nastier and cleverer opponents, whose behaviour and methods of attack differ greatly one from the other. Altogether in DESPERADOS – WANTED DEAD OR ALIVE, there are more than 25 different types of enemy, ranging from somewhat dim-witted would-be gun-slinger heroes to sheriffs, soldiers and trigger-happy Mexicans, through to sharp, knife-throwing assassins.

Each of these NPC characters has many individual character traits, including IQ, courage, shooting ability, fitness, laziness, aggression, adrenaline level, life points and many other features determining his behaviour. Since these values cannot be displayed (Why, you ask? Well, how many cowboys have their IQ stamped on their forehead?), you must observe your opponents and draw your own conclusions. Again here the rule applies that whatever is true-to-life should not be lacking in the game.

The viewing range

The most important aid in combating your enemies is the display of their viewing range. This not only indicates where an NPC is currently looking, but also his current status (state of alertness).

A green viewing range indicates that the NPC is in a normal condition (whatever that may mean for the relevant opponent). He suspects nothing and is happy and satisfied. If his viewing range turns yellow, something has awakened his curiosity. This may be a sound, an object on the ground, an immobile body or a movement somewhere at the edge of his vision. If the viewing range changes to red (and focuses as well), the NPC has identified you as an enemy! Should this happen, the NPC's further behaviour depends on a number of factors. If you are alone and your opponent is a courageous sharpshooter, he will probably open fire or at least threaten you. If he is a coward or if you outnumber him, he will probably flee and alert some comrades, whose viewing ranges, surprise, surprise, then also change colour.

Apart from green, yellow and red, there are three other colours a viewing range can have. If an opponent is hit by Mia's poisoned arrows, his viewing range turns black – the NPC is poisoned and his vision is clouded. (It's best to take cover at that point.) If, however, Kate succeeds in distracting an enemy with her garter trick, his viewing range turns pink; the sight so bewitches him, that he is like a helpless puppy. But beware: an opponent who has already switched over to red cannot be enticed! If, however, an opponent threatens you or you threaten an NPC, then his viewing range turns orange.

Another trick in Kate's and Mia's repertoire also involves the viewing range; they can dazzle an opponent (with a mirror or firecracker). If they succeed, the NPC's viewing range disappears for a short time and the perplexed opponent rubs his eyes.



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What does an NPC actually see; everything within his viewing range? Unfortunately, it is not as simple as that. If you look carefully, you will see that the viewing range becomes more and more transparent the further towards the edge you go; this means that the likelihood of being discovered becomes ever slimmer the further towards the outside edge you appear. An opponent is also less likely to see you if you are stationary or are lying on the ground. The speed at which an opponent switches to yellow and then to red therefore depends mainly on where in his viewing range you are when you come into its range.

In addition, consider the reaction time; how quickly an NPC recognises you are a threat, depends on his IQ. A slow-witted character needs much more time to twig; you might say the visual message takes longer to reach the brain!

Since the viewing range is calculated in 3-D, it also takes account of height differences. Thus an opponent might look up from street level to a roof (which you will also see), but he can only see the part of it he would see in reality.

If a viewing range encounters an obstacle, two things can happen: the viewing range can disappear behind the barrier and the area behind is completely obscured from the opponent, in which case it is irrelevant whether you are standing or lying behind the obstacle. However, if the viewing range behind e.g. a rock merely turns grey, then the NPC can discover you if you are standing behind the rock, but not if you are lying flat on the ground. The part of your body an NPC has discovered (e.g. head only or the whole body) is displayed on the screen in a coloured outline.

Life points

If you shoot at an opponent, you will see that for a short moment a small red number appears over his head. This display shows you how many life points a hit has claimed from the opponent. If his life points fall to zero, the opponent dies.



CIVILIANS

The function of civilians

Depending on the scenario, the civilians' behaviour towards you changes. In some missions, the townspeople are neutral ignore you, while in others they can help you by leading NPCs astray.

However, since as a bounty hunter you do not necessarily make a good and trustworthy impression, you should initially treat civilians with caution. If you have to slip into a town to save a character from death on the gallows at the hands of a lynch mob, then you can assume that the civilians in this place also represent an indirect threat to you.

How can civilians be dangerous to me?

Since civilians carry no weapons, they cannot open fire on you nor directly attack or injure one of your player characters. Note though, that the bright green viewing range of a civilian NPC can also turn to bright red when he or she discovers you and realises that you are armed or if he stumbles upon a corpse in the street.

In such situations, some civilians react by running away and hiding in the nearest building. Others call loudly for help or run off and alarm opponent NPCs, who then immediately pursue you. Therefore be careful: even a child, a banker or a housewife can bring your mission to an unexpected and sudden end at any moment.

What should I do about civilians?

As already mentioned several times, you must not kill an unarmed opponent (and in some cases, not even the armed ones!). However, you can always knock civilians out and tie them up to get them out of the way. To send a civilian off to sleep, you have a range of possibilities open to you: Cooper's fist, Kate's kick, Doc's gas tubes, Sanchez's swipe. The shock waves from Sam's dynamite sticks can also knock a civilian unconscious, although the blast radius is hard to estimate, so that use on civilians is to be discouraged.

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THE HEROES

Warning: If you read on here, you may lose some of the fun of the game, since some of the heroes only join your team in the course of the story, so the descriptions here divulge certain plot elements. Each time a new character is introduced, there follows a tutorial level to familiarise you with the heroes' basic capabilities. The explanations below are intended as additional help, which you may or may not need, to complete the game successfully. Nevertheless, some special tricks and dodges are only given here, since they are outside the scope of a tutorial.

John Cooper

John Cooper is a man of few words and by nature a loner. He never stays in one place for long. As soon as he has completed his bounty hunting in one place, he moves on. When he has no need of a gang, he prefers to work alone. But Cooper knows only too well that even a Colt holds only six bullets, which is why he seeks out a few old partners now and then to help him with particularly dangerous missions.



- ★ **Colt** – Cooper's standard weapon with 6 rounds. This revolver has neither the range nor the power of a rifle, but it is the most rapid firing of all weapons.
- ★ **Fist** – Cooper's method of silencing an opponent or civilian for a while. To land a punch, Cooper has to stand directly in front of the individual.
- ★ **Knife** – Cooper has two possibilities here: either he uses it to put an opponent out of action in hand-to-hand combat or he can cut through ropes or saddle girths. Alternatively, he can throw it at opponents, although he then has to retrieve it before he can use it again. When throwing, note the dotted trajectory line: if it is light green, you will kill automatically kill the opponent in your sights. If, however, it is dark green, there is a high probability that you will only injure him and the knife will fall to the ground.

- ★ **Watch** – Cooper can place his watch on the ground and set a countdown of up to 30 seconds, after which a melody starts to play. In this way, Cooper can lure inquisitive opponents and overpower them. Cooper can retrieve his watch at any time and the melody ceases.
- ★ **Carry a person** – Cooper can throw an unconscious or dead person over his shoulder and carry them away, irrespective of whether they are an opponent, civilian or team member. When Cooper carries a person, however, he cannot run. To put a person down at a certain spot, you need only click the right mouse button.
- ★ **Climb** – Cooper is the only one in the team who can also climb up sheer rock walls or other uneven precipices. You need only click on the relevant obstacle (note the changing mouse pointer) or directly on the target on the upper or lower edge of the obstacle. Precipices that Cooper can climb up are indicated on the mini-map with by green double arrow.
- ★ **Saddle horses** – the characters can only ride saddled horses and Cooper is the only one who has this necessary skill. You need only to click on a spare saddle for Cooper to pick it up. Then you can place it on any unsaddled horse (by left-clicking on the horse).
- ★ **Triple Shot** – using the Quick Action function, Cooper can carry out a so-called Quick Shot (a kind of triple shots). As soon as you have activated the Quick Action storage function and selected Cooper's Colt, you can click on up to three different targets (or opponents) in succession. Quick Action stores all three targets, so that as soon as you perform the Quick Action, Cooper will shoot at the three targets in quick succession.

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Samuel Williams

Samuel Williams has previously been involved in several fights with Cooper. There is probably no greater expert in every type of explosive in the whole of the western United States than him. The expression pyromaniac is an understatement Sam's case. His great weakness, though, is the opposite sex. Sam just cannot resist a demure glance from a pretty woman, and that fact has landed him in trouble often enough.

- ★ **Winchester** – Sam's standard weapon with 12 rounds. The Winchester has an enormous range, but Sam needs a moment after every shot to re-load the weapon.
- ★ **Dynamite** – Sam can use his dynamite sticks to put a whole group of opponents out of action for good. However, the dynamite only works against people; doors or even whole buildings cannot be blown up with it. Furthermore, the supply per scenario is very limited.
- ★ **Tying up** – when an NPC has been knocked out and lies unconscious on the ground, Sam can tie him up and gag him. Like this, the opponent or civilian poses no threat, even when he wakes up again, since he cannot run away nor call for help. Other opponents can come to the aid of their bound comrade and free him; if they find him, though.
- ★ **Snake** – Sam always carries a snake around with him in a sack, which he can put on the ground at any time and any place. If an opponent walks past the sack without noticing it, the snake shoots out of the sack and bites the opponent. However, if the snake is discovered and killed by the opponent, Sam can no longer use this function in the current scenario. Caution: Sam is the only one who can pick up the sack again; any other team member would also be attacked by the snake and bitten if he or she came too close. Incidentally, the snake reacts only to movement; putting it next to a motionless opponent only activates the snake when enemy moves.

- ★ **TNT barrel** – in some scenarios Sam finds a TNT barrel, which is activated in his inventory as soon as he collects it. Sam can use this TNT to blow up certain buildings and other structures. However, Sam can only place the barrel close to the structure to be blown up. Since he has, at most, one barrel per scenario, this is too precious to be wasted on blowing an empty shed to smithereens. As soon as Sam has put the barrel in the right place (note the changing mouse pointer), he begins to lay a powder trail, the path of which depends on the direction in which you guide Sam. You can get Sam to light the powder trail himself (note the changing mouse pointer again), or use Kate's mirror to ignite it from a distance. Alternatively, you can explode the barrel with a shot. Incidentally, brave opponents will try to extinguish a burning fuse!



- ★ **Stationary Gatling** – in certain scenarios there are Gatling guns (rapid-firing machine guns) fixed to the ground. Sam can only use these Gatling guns when they are unmanned, that is, no enemy gunner stands behind them.



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Doc McCoy

Despite a long-standing friendship, even Cooper only knows McCoy as "Doc"; he has never known his first name. McCoy is the only one in the gang to have fought in the Civil War, more than 20 years ago – an experience that has turned him into a cynical disillusioned man. And although he lost an eye at the battle of Gettysburg, he should never be underestimated, because, as he says himself, he can "shoot a fly off a wall from 100 feet" with his Buntline.

- ✱ **Buntline** – Doc's standard weapon, holding 6 rounds. This revolver, with its elongated barrel, has a greater range than Cooper's Colt.
- ✱ **Precision bullets** – when you select the Buntline in Doc's inventory, directly under the symbol of the weapon, a new symbol appears showing extra-long bullets. If you click on this symbol, Doc loads his Buntline with special precision bullets and screws a telescopic sight onto the barrel. His weapon then has an even greater range, which is indicated with a special gunsight. These bullets are limited in each scenario (and sometimes none are available to him, or he must first collect them from somewhere).
- ✱ **Gas tubes** – in his doctor's bag, amongst all the medical equipment, Doc also carries small bottles containing a knock-out gas he developed. He can throw these tubes at opponents, who are put to sleep for a short time by the gas. Caution: the gas will also affect your own team members, so always throw the tubes as far as possible; these are also limited per scenario.
- ✱ **Balloon** – when you click the symbol with the gas tubes, another symbol is activated above it; a leather bladder. This bladder is filled with a gas that is lighter than air. If you select one of these balloons, Doc ties a gas tube to it and it rises into the air. The balloon is carried by the wind and can be shot out of the sky by any team member using a standard weapon, causing it to fall and break the tube. A good method for knocking out opponents from a great distance.
- ✱ **Healing** – when heroes are wounded (note the indication in the portraits), Doc can heal them provided he has a first aid pack in the respective scenario. To heal a character, Doc must stand directly in front of him or her. Click the first aid symbol in Doc's inventory and then on the person to be healed (of course, Doc can also heal himself).



- ✱ **Scarecrow** – Doc can place a scarecrow at any chosen place, in order to distract opponents. Just click on the relevant symbol in Doc's inventory and then on the place where Doc is to put his "double". To remove the scarecrow again, simply click on it.
- ✱ **Pick a lock** – Doc is the only team member who can open locked doors and even safes with a skeleton key. Just select Doc and then click on the locked door. Some doors defeat even McCoy (e.g. if they are bolted on the other side). If that is the case, he will tell you so. You should then consider another possibility (e.g. the TNT barrel).
- ✱ **Awaken unconscious PCs** – if for some reason (a poor throw with Doc's gas tubes, Sanchez's swipe or a punch from an opponent), a team member (apart from Doc of course) is out cold, then Doc can immediately awaken the person regardless of the number of circling stars. A left click on the unconscious person suffices (note the changing mouse pointer).



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Kate O'Hara

Similar to Cooper, and whose path she often crosses, Kate is restless soul who never stays long in one place. She earns her keep by playing cards and she is a popular guest at games because of her breathtaking appearance. However, her unabashed luck at Poker (one could almost call it magic) gets her into trouble again and again - trouble from which Cooper, in particular, has had to rescue her more than once.



- ✦ **Derringer** - Kate's standard weapon, capable of firing 3 rounds. The term "revolver" would be an exaggeration for this weapon and Kate only carries the Derringer in case of emergency. Nevertheless, it is small, quiet, discreet and fits neatly into her garter.
- ✦ **Queen of Hearts** - Kate always carries a pack of cards with her. She can throw the Queen of Hearts onto the ground to lay a trail anywhere. Opponents who discover a card follow the trail, depending on their intelligence, and are thus led into an ambush. The number of cards is limited and Kate can only pick up cards once after they have been thrown down.
- ✦ **Garter** - If an approaching opponent has not yet seen Kate, she can try to beguile him by beginning to play seductively with her garter. As soon as the opponent's gaze falls on Kate, his viewing range turns pink instead of red and, fascinated by this overpowering sight, he will stagger towards Kate. After a little while, though, even the most dim-witted enemy realises that Kate is only playing a trick on him. Do not delay too long, therefore, before putting the supposedly harmless opponent out of action.
- ✦ **Mirror** - when Kate uses her mirror, she can dazzle opponents up to a certain distance away. Their viewing range then disappears for a time and the dazzled enemy rubs his eyes in confusion. Kate cannot use the mirror when she is in shadow or at night. Another trick Kate can perform with her mirror is igniting a fuse (Sam's TNT barrel) from a great distance.
- ✦ **Kick** - Kate's kick has a similar function to Cooper's punch. And its effect is the same - namely that an opponent is knocked out. Especially in combination with the garter trick, this is very effective and much more reliable than, say, Cooper's punch.
- ✦ **Crawl** - Kate is the only person in the team who automatically starts to crawl if, when creeping up to an opponent, she moves over noisy terrain. While Sanchez or Cooper are unsuitable for stalking an enemy standing on a creaky wooden bridge, Kate can approach any opponent as silent as a shadow.
- ✦ **Change clothes** - in some missions, Kate has the ability to exchange her functional riding clothes for an enchanting black evening dress. Disguised in this way, enemy NPCs only recognise her as an opponent when they catch her doing something suspicious. Otherwise, they behave neutrally towards her, so that in such situations, Kate can move unmolested through the scenario.

Mia Yung

Mia, who is only 18 years old, lives with her father in a staging post somewhere in the mountains near the Mexican border. Previously this station had belonged to the Pony Express, but now riders seldom pass through this inhospitable barren region. Despite her young age, Mia is already an experienced and courageous fighter and has the heart of a lion. Her only friend is a small monkey called Mr. Leone, which she has trained and which obeys her every word.



- ✦ **Blowpipe** - Mia's standard weapon with one shot. This weapon has only a very limited range, although it is extremely effective when it hits home. The tip of the dart fired from the pipe is poisoned - and any opponent hit by it succumbs to hallucinations within seconds and begins to fire in all directions like a madman. When that happens, he no longer cares whether he shoots friend or foe.
- ✦ **Whistle** - a blow through this whistle and every opponent in the immediate vicinity is lured by its shrill piercing sound. Especially in combination with Mia's capability to hide in empty barrels, the whistle is an excellent means for enticing enemies into an ambush.
- ✦ **Firecracker** - has a similar effect on opponents as Kate's mirror, except that it can blind a whole group of opponents at once if thrown into their midst. Also works at night and in shade, although it makes a great deal of noise and attracts the attention of opponents in the vicinity.
- ✦ **Peanuts** - peanuts can only be used in combination with Mr. Leone. Mia has a limited number of peanuts available, which she can throw onto the ground wherever required.
- ✦ **Mr. Leone** - Mia has two ways that she can make use of her little monkey: either she sets him onto an opponent, whereupon he leaps at the man's throat, thereafter to run to the next pile of peanuts if Mia has previously set one up. If not, Mr. Leone comes straight back to Mia. The second option is that Mia sends Mr. Leone to a chosen pile of peanuts. The monkey then runs to it and dances around (and in this way distracts opponents) until Mia calls him back again (with a right mouse click).
- ✦ **Hide in a barrel** - dainty and incredibly agile and nimble, Mia is the only team member who can hide in empty water barrels, which can be found in almost every scenario (particularly in towns). If an opponent has not seen her, he will pass by the barrel without realising there is someone inside.



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Sanchez

Cooper and Sanchez are old acquaintances – “friends” would be the wrong expression in this case, and although Sanchez is the leader of a band of Mexican gangsters, the two of them are not exactly deadly enemies either. They respect each other – that is the best description of their relationship. Sanchez looks like a bear: he is huge, loud, clumsy and enormously strong, hence his nickname: “Grizzly”. However, underneath his rough shell is a good-hearted nature and Sanchez’s word is always worth more than that of many a so-called man of honour.



- ✱ **Shotgun** – Sanchez’s standard weapon, able to fire 2 rounds. Due to its “shrapnel” effect, this is the most devastating of all the standard weapons. Wherever the bullet lodges, no more grass grows. At a distance, this weapon loses its damaging power rapidly.
- ✱ **Tequila** – as a dyed-in-the-wool Mexican, Sanchez naturally always has a bottle of good traditional Mexican aqua vita on him. But he doesn’t drink it himself, preferring to set the bottles in his inventory on the ground so that they will be found by opponents. Many enemies cannot resist the fire water and drink freely when they find a bottle, often leading to a brief but complete blackout of the opponent.
- ✱ **Siesta** – if you select this symbol in the inventory, Sanchez pulls his sombrero over his face and sits down wherever he is and pretends to take a nap. Opponents discovering him in such a position usually approach out of curiosity to identify the supposed lazybones. Only the most intelligent enemies blow Sanchez’s cover and immediately open fire.
- ✱ **Swipe** – if you activate this function, Sanchez snaps his shotgun together and swings it around. All opponents (and friends standing near him) are knocked to the ground at once. Very effective in combination with the siesta trick.
- ✱ **Stone** – Sanchez can collect stones lying around and either throw them directly at opponents (thereby to knock them out) or in their immediate vicinity (to distract them).
- ✱ **Clear a building** – Sanchez is the only team member who can enter buildings even when they are occupied by opponents. If there are only 3 or fewer opponents in the building, Sanchez clears the place and throws the opponents out of the door or window.

✱ **Portable Gatling** – like Sam, Sanchez is also capable of using a fixed Gatling. But by virtue of his bear-like strength, he can rip them out of their anchorings and carry them around with him, but he cannot climb ladders or stairs with them.

✱ **Push** – thanks to his almost super-human strength, Sanchez can move boulders or other obstacles (note the changing mouse pointer).

✱ **Carry persons** – Sanchez is so strong that he can lift and carry away not just one, but two unconscious PCs / NPCs. But like Cooper, Sanchez cannot run when carrying a person. To put one or both PCs / NPCs down at any place, simply click the right mouse button.



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